In like manner, if there be a Prism of Glass (that is a Glass bounded with two Equal and Parallel Triangular ends, and three plane and well polished Sides, which meet in three Parallel Lines running from the three Angles of one end to the three Angles of the other end) and if the Refraction of the Light in passing cross this Prism be desi-
Fig. 2. red: Let A C B represent a Plane cutting this Prism transversly to its three Parallel lines or edges there where the Light passeth through it, and let *d* E be the Ray incident upon the first side of the Prism A C where the Light goes into the Glass; And by putting the Proportion of the Sine of Incidence to the Sine of Refraction as 17 to 11 find E F the first refracted Ray. Then taking this Ray for the Incident Ray upon the second side of the Glass B C where the Light goes out, find the next refracted Ray F G by putting the Proportion of the Sine of Incidence to the Sine of Refraction as 11 to 17. For if the Sine of Incidence out of Air into Glass be to the Sine of Refraction as 17 to 11, the Sine of Incidence out of Glass into Air must on the contrary be to the Sine of Refraction as 11 to 17, by the third Axiom.

Fig. 3. Much after the same manner, if A C B D represent a Glass spherically Convex on both sides (usually called a *Lens*, such as is a Burning-glass, or Spectacle-glass, or an Object-glass of a Telescope) and it be required to know how Light falling upon it from any lucid point Q shall be refracted, let Q M represent a Ray falling upon any point M of its first spherical Surface A C B, and by erecting a Perpendicular to the Glass at the point M, find the first refracted Ray M N by the Proportion of the Sines 17 to 11. Let that Ray in going out of the Glass be incident upon N, and then find the second refracted Ray N *q* by the Proportion of the Sines 11 to 17. And after the same